

AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions and listings of claims in the application:

LISTING OF CLAIMS:

1. *(Previously Presented)* A method of managing keyboard events for a graphical user interface configured in the form of a tree of graphical elements, said tree comprising parent graphical elements and child graphical elements, wherein each graphical element of the tree is associated with a key list and each key listed in said key lists is associated with an action to be initiated on receipt of a keyboard event corresponding to said key and said graphical element, wherein said child graphical elements inherit the key lists associated with their respective parent graphical elements.

2. *(Previously Presented)* The method according to claim 1, wherein one graphical element is active and a keyboard event is detected by an interface, the method further comprising:

comparing said keyboard event to the keys listed in said key lists, starting with the key list associated with the active graphical element and working back up said tree of graphical elements if said keyboard event was not found in said key list associated with the active graphical element, and

initiating the action associated with the first key corresponding to said keyboard event.

3. *(Previously Presented)* A portable system having a graphical interface comprising a keyboard, a screen and an interface management unit, wherein the management unit employs a method of managing keyboard events according to claim 1.

4. *(Previously Presented)* The system according to claim 3, wherein the system is a mobile telephone.

5. *(Previously Presented)* The system according to claim 3, wherein the system is a pocket organizer.

6. *(Previously Presented)* A method of managing keyboard events for a graphical user interface comprised of hierarchically related graphical elements, said hierarchically related graphical elements comprising parent graphical elements and child graphical elements, the method comprises:

associating each graphical element with a key list, wherein each key list stores a plurality of keys;

associating at least one key listed in each of said key lists with an action, wherein said child graphical elements inherit the key lists associated with their respective parent graphical elements; and

receiving a keyboard event corresponding to one of said keys and one of said graphical elements and initiating the action associated with said key and said graphical element.

7. (*Previously Presented*) The method according to claim 6, wherein one graphical element is active and a keyboard event is detected by an interface, the method further comprising:

comparing said keyboard event to the keys listed in said key lists, starting with the key list associated with the active graphical element and working back up said hierarchically related graphical elements if said keyboard event was not found in said key list associated with the active graphical element, and

initiating the action associated with the first key found that corresponds corresponding to said keyboard event.

8. (*Previously Presented*) A portable system having a graphical interface comprising a keyboard, a screen and an interface management unit, wherein the management unit employs a method of managing keyboard events according to claim 6.

9. (*Previously Presented*) The system according to claim 8, wherein the system is a mobile telephone.

10. (*Previously Presented*) The system according to claim 8, wherein the system is a pocket organizer.

11. (*Previously Presented*) A graphical user interface comprised of hierarchically related graphical elements, said hierarchically related graphical elements comprising parent graphical elements and child graphical elements, the graphical user interface comprising:

a key list associated with each graphical element, wherein each key list stores a plurality of keys, wherein said child graphical elements inherit the key lists associated with their respective parent graphical elements;

a plurality of actions, with each action being associated with at least one key listed in each of said key lists, such that when a keyboard event associated with one of said keys is received, the action corresponding to the key and the associated graphical element is initiated.

12. (*Cancelled*).

13. (*Currently Amended*) The graphical user interface as claimed in claim 11 ~~12~~, wherein, after receipt of a keyboard event, the key list of the child component is searched before the key list of its parent component is searched.

14. (*Previously Presented*) The method according to claim 2, wherein an error message is generated if said keyboard event is not matched to one of the keys listed in said key lists.

15. (*Previously Presented*) The method according to claim 7, wherein an error message is generated if said keyboard event is not matched to one of the keys listed in said key lists.

AMENDMENT UNDER 37 C.F.R. § 1.116
U.S. APPLN. NO. 09/855,502
ATTORNEY DOCKET NO. Q64471

16. (*Previously Presented*) The graphical user interface according to claim 13, wherein an error message is generated if said keyboard event is not matched to one of the keys listed in said key lists.